Wii
LEGO
STAR WARS
THE COMPLETE SAGA
EVERYONE 10+
E
10+
CONTENT RATED BY ESRB
TT games
LUCASARTS

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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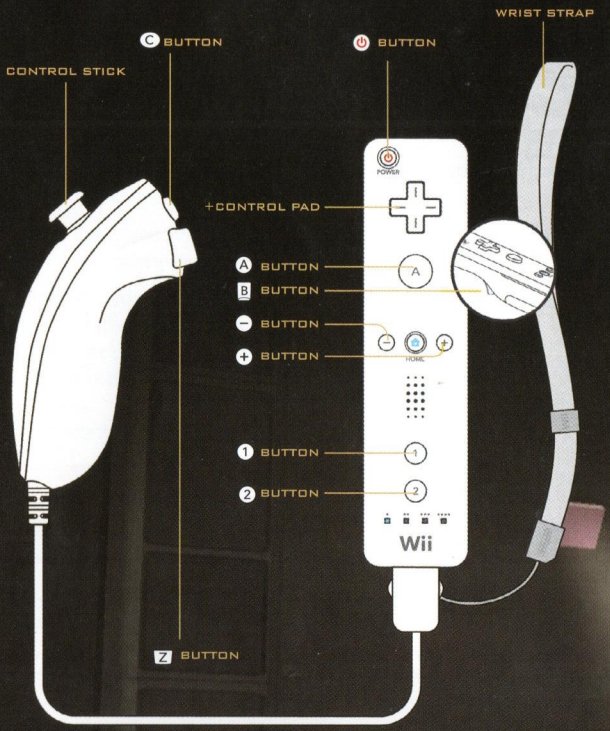
Vimm's Lair



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Vimm's Lair

A long time ago in a galaxy far, far away...blah, blah, blah.

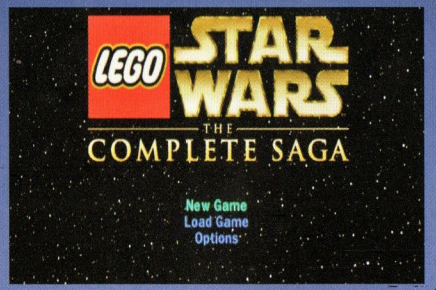
Let's just cut right to the chase. The game in this box is a piece of galactic history, so treat it like a short-tempered Wookiee — express your admiration and offer lots of praise.

For the first time since ever, you can play through the entire *Star Wars* saga in one, single adventure. It's like joining the Jedi Council — sort of a big deal, you know.

That's six episodes of Jedi mind tricks, extreme podracing, hanging out with Ewoks on Endor, and exploding the Death Star for the bazillionth time. Plus, you'll run into lots of old pals — Chewbacca, R2-D2, Luke, Leia; memorable enemies too, like Darth Maul, General Grievous, and a very angry Darth Vader. There are even a few new friends — Jedi Aayla Secura and bounty hunter Zam Wesell.

Plus, if you fall to pieces along the way, you can just restart — which the Rebels certainly wish they could have done when they were struggling to defeat the Empire for real. You do know *Star Wars* is based on a true story, right?

So let's jump right to it and get started before the Wookiee gets upset again!



Press Up and Down on the Nunchuck Control Stick to navigate menus. Press the Ⓐ Button to confirm your choices.

Choose "New Game" or "Load Game" to start a new game, or load a previously-saved game.

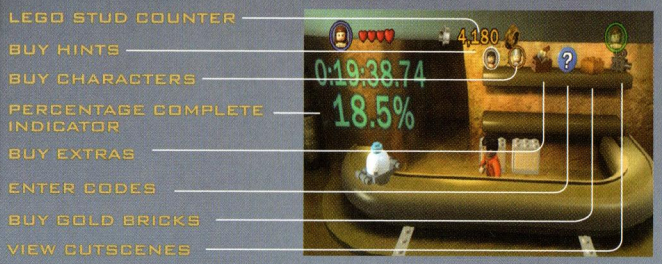
Select "Options" to adjust sound and music settings.

You can travel to different levels in the game through doors like this one. Green lights above the door show that it's open; red lights mean that it's locked.

To start your LEGO® *Star Wars*® adventure, walk through the unlocked door marked "I". This will take you to a room filled with doors leading to the six levels for Episode I: The Phantom Menace. When you start, only the first door is open leading to the level "Negotiations".

Once you've completed "Negotiations", doors to the other *Star Wars* Episodes will unlock. Within each Episode, doors unlock one after the other. Completing level 1 will unlock level 2 and so on.

There are lots of fun things to do in the Cantina, so take a few moments to look around.



Approach the bar, and then use the Control Stick to switch between the available options (Hints, Characters, Extras, Codes, Gold Bricks and Cutscenes). Press the Ⓐ Button to confirm your choice, or the Ⓑ Button to exit.

HINTS

The surly and dangerous Cantina barman known as Wuher is sometimes willing to help a newcomer. You'll find some basic gameplay tips and reminders on sale at the bar.

CHARACTERS

Once you've completed a level in "Story Mode", you can explore it more fully in "Free Play", and use the individual abilities of different characters to reach areas you couldn't previously access.

New characters will become unlocked for purchase here as you progress through the game. Each character comes at a cost, deducted from your LEGO Stud total.

When you've purchased a new character, you'll be able to take control of them by entering a previously-completed level in "Free Play" Mode, then selecting your new recruit from the character list.

EXTRAS

The shady characters you'll find in the Mos Eisley Cantina rarely play by the rules - so it's no surprise that special secret abilities can be purchased here. You can unlock these Extras for purchase with LEGO Studs, by collecting Red Power Bricks in the levels.

Once you've purchased an Extra, you can activate or de-activate it using the Extras Menu, in the Pause Menu.

CODES

Secret codes can be entered here. But you won't find these codes in the game – you'll need to search for them elsewhere!

BUY GOLD BRICKS

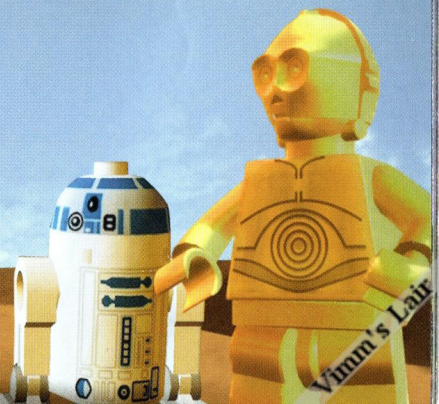
You'll collect Gold Bricks throughout your adventures, on achievement of various objectives. Some additional Bricks become available for purchase here, over time, to increase your collection.

VIEW CUTSCENES

You can use the "Story Clips" viewer to watch your favorite animated sequences from LEGO *Star Wars:* The Complete Saga. Only clips from levels you've completed are available for viewing.

PERCENTAGE COMPLETE

Complete 100% of the game for a secret reward.



Searching for a new look? Walk up to the Bacta Tank to enter the Character Customizer. Here, you can create two unique playable characters by mixing and matching parts from other LEGO *Star Wars* characters.

Use the Control Stick to move up and down your character, then left and right to switch parts.

New elements will become available as you purchase more characters from the Bar.

You can take control of your customized characters by entering a previously-completed level in Free Play Mode, then selecting them from the character list.

BONUS ROOM

The Cantina contains some restricted areas, open only to the most experienced of adventurers. In this room, you'll find doors which can only be constructed once you've collected certain numbers of Gold Bricks.

Although there's a lot to discover inside the Cantina, there are some important areas to explore outside, too.

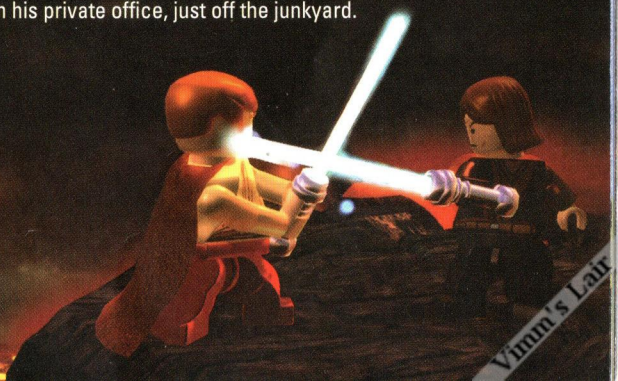
THE JUNKYARD

Every level in your LEGO *Star Wars* adventure contains 10 hidden LEGO *Mini*-Kits. The LEGO elements in each canister form part of a special Mini-Kit vehicle model. Here in the junkyard, you can see how many Mini-Kit canisters you've collected in each level, and view the models as they're built.

Walk up to the control console to view Mini-Kit models, then press ❶ or ❷ on the Wii Remote to switch between models. Press the B Button to exit.

BOUNTY HUNTER MISSIONS

As you progress through the game, you'll eventually be invited to undertake secret "Bounty Hunter" missions on behalf of Jabba the Hutt. You'll find him in his private office, just off the junkyard.



Vimm's Lair

Your LEGO *Star Wars* adventure can be played with a friend! Simply press the ⊕ Button on a second Wii Remote to "Drop In" and activate the second player-character. At any point, an active player can also "Drop Out", by pressing the ⊕ Button and selecting "Drop Out" from the menu. The game will continue with the remaining single player.

All LEGO Studs and items earned by either player contribute to a single total in the active saved game.

CHOOSING A LEVEL

LEGO *Star Wars:* The Complete Saga contains all the action from six *Star Wars* movies, Episodes I-VI. Each Episode is divided into six individual levels: 36 levels in all.

Levels are accessed from the Cantina. Green lights over a level door show that it's open; red lights mark a door which is locked at the moment, until you progress further through other levels.

When you first start a new game, only one level will be accessible: "Negotiations", the first level of Episode I. Walk in to the Episode I room to see the six Episode I level doors, then walk through the unlocked door marked "1" to play this opening chapter.

Once "Negotiations" is complete, Episode rooms II-VI will unlock. Although doors within each Episode unlock one after the other as the story unfolds, you can jump between different Episodes at will and progress through them in parallel.

NOTE: *Sometimes in a level, you'll see doors which can't be accessed, or objects which your characters can't interact with. This often means that there are hidden bonus objects nearby, which can only be reached using the additional abilities of extra characters available in Free Play Mode.*

There are three different ways to play every level: Story Mode, Free Play Mode, and Challenge Mode.

STORY MODE

When you first access a new level, you'll only be able to play in Story Mode. You'll take control of a pre-set vehicle or group of characters.

FREE PLAY MODE

Once you've completed a level in Story Mode, you'll be able to play it again in Free Play Mode. This time around, you'll be able to adventure with a larger party of characters, or array of vehicles, and use their individual abilities to reach new areas.

Each active player can choose one particular character or vehicle to take with them in Free Play. Use the Control Stick to move around the portrait list and then press the Ⓐ Button to confirm the character or vehicle you want to play with.

Most characters and vehicles will be unavailable, marked with question marks, until you unlock them by progressing through levels in the game, and purchasing them from the Cantina Bar.

When all active players have chosen their Free Play characters or vehicles, others will be added automatically, to give you the greatest possible grouping of different abilities from the pool of unlocked characters and vehicles.

You can switch between characters in Free Play Mode by pressing ① or ② on the Wii Remote.

CHALLENGE MODE

If you can collect all 10 Challenge Mode canisters within the time limit, you'll get a cool LEGO Stud Bonus!

Fastest completion times are saved, so you can try to beat them later.

In each Episode Room, you'll find one door leading to a Bonus Room, offering the following options:

SUPER STORY

Available once all levels in the Episode have been completed in Story Mode, this enables you to play through the whole Episode in sequence, against the clock, for the opportunity to earn big stud bonuses for fast times.

CHARACTER BONUS

Character Bonus levels are unlocked once you complete all levels of an Episode in Story Mode. The six Character Bonus levels present the challenge of collecting 1,000,000 LEGO Studs within a time limit. Do that successfully to earn a Gold Brick.

Fastest completion times are saved, so you can try to beat them later.

MINI-KIT BONUS

Mini-Kit Bonus levels are unlocked once you complete all levels of an Episode in Story Mode and have 1 Mini-Kit model completed. If you can collect 1,000,000 LEGO Studs within the time limit, you'll earn a Gold Brick.

As with Character Bonus levels, fastest completion times are saved, so you can try to beat them later.

Vimm's Lair

In LEGO *Star Wars:* The Complete Saga, you'll get to take control of many different characters. At the top of the screen, you'll see a portrait of the character you're currently controlling.

You can also see the number of LEGO Studs you've collected in the level so far. When you complete a level, those LEGO studs are added to your saved total, so you can use them in the Cantina to buy extra characters and content.

Four hearts represent your characters' health. Each time the active character is hit, you'll lose a heart. If you lose all four hearts, your active character will break apart – and you'll lose some LEGO Studs.

The True Jedi Meter fills with every LEGO Stud you collect in a level. If you can fill it up completely before the end of a level, congratulations! You're a True Jedi, and will earn a Gold Brick reward.

TAGGING

At least two playable characters are always visible on screen. You can switch to take control of another on-screen character in your party at any time by moving close to face them, and pressing the C Button on the Nunchuk.

Two players can swap characters by facing each other and both holding the C Button simultaneously.

FREE PLAY SWITCHING

In Free Play Mode, you can switch at will between different members of your expanded character party. Just press 1 or 2 on the Wii Remote.

CHARACTER GAMEPLAY

Pause: + Button

Character Movement: Control Stick

Jump: A Button
Many characters can double jump. Press "Jump" and press "Jump" again while they're in mid-air, to gain extra height.

Attack/Defend/Evade: Swing the Wii Remote, or press the B Button. Characters will defend or evade if an attack is about to hit them.

Tag: C Button

Get in or out of vehicle/Get on or off creature: C Button

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SPECIAL ABILITIES

There are many special abilities that aren't available to every character. Pressing and holding down the Z Button will activate special abilities.

FORCE ABILITIES

JEDI LUNGE: Jump, then slam the Wii Remote downwards while in mid-air.

JEDI SLAM: Double jump, then slam the Wii Remote downwards while in mid-air.

FORCE TRANSFORM: Jedi can use the Force to move or transform glowing LEGO objects. The object will transform more quickly if you wag the Nunchuk left and right.

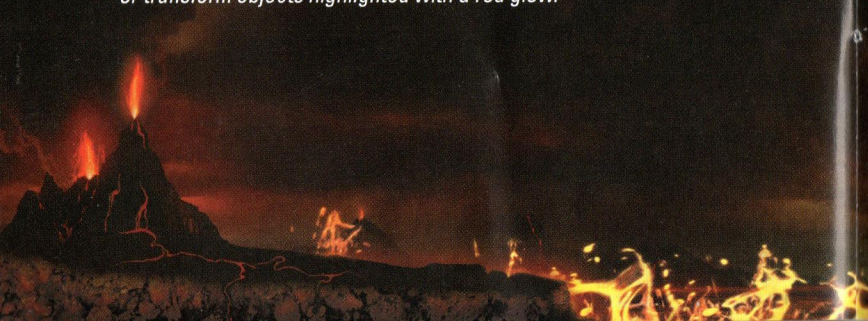
FORCE PUSH: Jedi can Force Push droids (except Droidekas) into other enemies when they're targeted with a Force glow.

FORCE CONFUSE: Jedi can use the Force to confuse enemies when they're targeted with a Force glow.

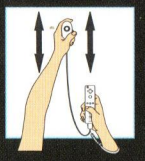
FORCE LIGHTNING / FORCE CHOKE: Sith characters can attack with the Dark Side of the Force. Press and hold the Z Button to attack a character highlighted with a red glow and then move them around with the Control Stick.

FORCE THROW: When holding a character in a Force Lightning or Force Choke move, you can throw them by holding the Control Stick in the direction you want them to go.

NOTE: *Sith characters can use the Dark Side of the Force to move or transform objects highlighted with a red glow.*



OTHER ABILITIES



BUILDING: Approach piles of LEGO elements, and move the Nunchuk and Wii Remote up and down to move your character's arms as you would in a running motion. The faster you move, the faster you'll build. Droids are the only characters who do not have the ability to build.

GRAPPLE: Look out for Grapple Point platforms to use this ability. Flick the Wii Remote up or down to launch your character upwards, or press and hold the Z Button. Only non-droid characters equipped with blasters can use Grapple Point platforms.

ACCESS PANELS: Some doors can only be opened by droids, Bounty Hunters or Imperials. Stand in front of an access panel, press and hold the Z Button to activate it.

THERMAL DETONATORS: Bounty Hunter characters can use Thermal Detonators to destroy objects impervious to other attacks. Press the Z Button to throw a Thermal Detonator and then press the Z Button again to activate it.

TRAVEL CHUTES: Press the Z Button. Use Travel Chutes to access new areas. Only small characters like Wicket the Ewok can squeeze through.

LEVERS: Most characters can pull levers. Stand in front of the lever, press and hold the Z Button to activate.

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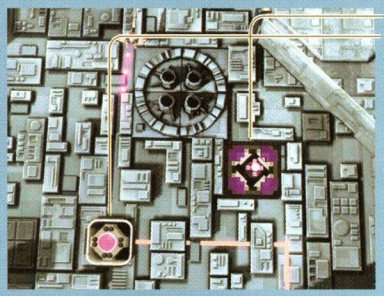
Control Stick: Move vehicle forwards, backwards, left or right.
B Fire primary weapon.
A Special movement.
Z Fire secondary weapon (if equipped).

TORPEDOES



TORPEDO DISPENSER
TORPEDO TARGET

Some vehicles can pick up Torpedoes as a secondary weapon, and use them against targets which are impervious to normal blaster fire. Look out for these!

THE PAUSE MENU

During gameplay, press the + Button to freeze the action and access the Pause Menu.

Move the Control Stick Up and Down to navigate the Pause Menu options. The A Button will confirm a selection, and the B Button will go back a step:

RESUME

Return to gameplay.

EXTRAS

Activate or de-activate Red Power Brick Extras.

OPTIONS

Change the volume of in-game sound, music and vibration.

QUIT/EXIT TO CANTINA

In the Cantina, you can Quit to the Title Screen to start a New Game, or Load a different save-game. (Any LEGO Studs collected in the Cantina since your last save will be lost, if you do this.) When you're in the middle of a level, you can "Exit to Cantina" from the Pause Menu (and then choose to save any studs, Mini-Kit pieces or Power Bricks you've collected up to that point).

NOTE: *Some secret items can only be found when you make use of the special abilities of different characters in Free Play Mode to reach areas you couldn't reach with your Story mode characters.*

LEGO STUDS

Silver LEGO Studs add 10 to your total. Gold LEGO Studs add 100. Blue ones are worth 1,000!

HEARTS

Some items and enemies will reveal heart tokens when destroyed or shaken. Pick these up to restore your health.

LEGO CANISTERS

10 LEGO canisters are hidden in each level. Collect them to build Mini-Kit vehicle models, viewable outside the Cantina.

POWERUPS

Getting the Powerup pickup gives you special powers for a limited time – use them wisely!

RED POWER BRICKS

One Red Power Brick is hidden in every level. If you can find it, you'll unlock some cool new feature for purchase. Choose the Extras option from the Cantina Bar to purchase your Red Power Brick features.

GOLD BRICKS

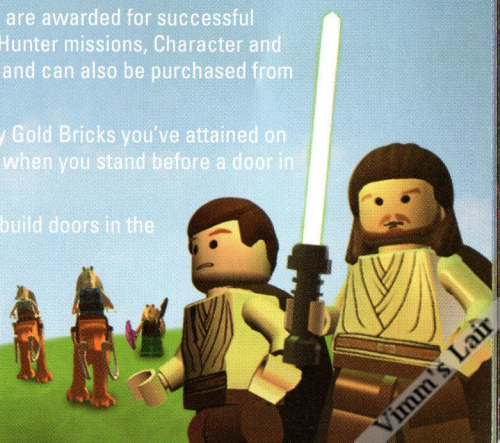
Gold Bricks are awarded when you complete a level, and for the following achievements:

- True Jedi achieved
- All 10 Mini-Kit Canisters collected

Additional Gold Bricks are awarded for successful completion of Bounty Hunter missions, Character and Mini-Kit Bonus levels, and can also be purchased from the Bar in the Cantina.

You can see how many Gold Bricks you've attained on each Episode or level, when you stand before a door in the Cantina.

Collect Gold Bricks to build doors in the "?" Bonus Room.



TRAVELLER'S TALES

Director
Jon Burton

Lead Programmer
John Hodskinson

Lead Artist
James Cunliffe

Lead Animator
Jeremy Pardon

Lead Character Artist
Will Thompson

Lead Audio
David Whittaker

Head of Technology
Dave Dootson

Head of Production
Paul Flanagan

Associate Producer
Kieran Gaynor

GAME PROGRAMMING
Luke Giddings
John Hodskinson
Nicholas Jablonowski
Michael Jackson
Carl Lloyd
Glyn Scragg
Mike Spencer

NETWORK PROGRAMMING
Simon Brown
Luke Giddings
Carl Lloyd
Richard Taylor

DESIGN
Jon Burton
James Cunliffe
John Hodskinson
James Kay
Glyn Scragg

SAGA LEVEL SETUP
Neil Allen
Dave Burton
Deborah Crook
James Cunliffe
Rhoda Daly
Barry Thompson
David Wollen

SAGA ARTWORK
Neil Allen
Dave Burton
Deborah Crook
Nicola Daly
Rhoda Daly
Robert Dickerson
Alan Dooley
Dave Llewelyn
Paul McCormack
Euan Morrison
Stuart Niblock
Michael Snowdon
Richard Walker
Igor Zielinski

ADDITIONAL ARTWORK
Charles McNair
Mike Snowdon

STORYBOARDS
William Thompson

CHARACTER MODELING
Neil Crofts
Neil Farmer
William Thompson

LEAD ANIMATORS
Helen Kershaw
Bill Martin
Jeremy Pardon

ANIMATION
Annika Barkhouse
David Brown
Mark Brown
James Dawson
Phil Gray
Helen Kershaw
Duncan Kinnaird
Bill Martin
Jeremy Pardon
Charlotte Parker

ORIGINAL LEVEL SETUP AND DESIGN
Neil Allen
Dave Burton
Deborah Crook
James Cunliffe
Rhoda Daly

ORIGINAL ARTWORK
Neil Allen
Dave Burton
Bev Bush
Deborah Crook
James Cunliffe
Nicola Daly
Rhoda Daly
Alan Dooley
Paul McCormack
Sol Temowo

MUSIC AND SOUND EFFECTS
David Whittaker
Adam Hay

ENGINE TECHNOLOGY
Lead Render Tech
Alistair Crowe

Lead Tools Development
Roland Hougs

Lead Console Porting
Dave Connell
Jon Arden
Ali Brown
Kay Chang
Steven Craft
Paul Hunter
Alan Murta
Vassilis Poulopoulos

GAME TECHNOLOGY
Lead Game Tech
Steve Monks
Lead Game Tech
Richard Taylor
Simon Brown
Ralph Ferneyhough

IN-HOUSE TESTING
Jonathan Mayer
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Sam, Ben and Helen Burton
Helen, Jacob and Sarah Cunliffe
Emma and George
Donna, Molly and Grace
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Win.

TT GAMES PUBLISHING

Managing Director
Tom Stone

Head of Production
Jonathan Smith

Producer
Loz Doyle

Associate Producer
Mike Candy

Marketing Assistant
Richard Earl

QA Leads
Shaun Leach
Graham Stark

QA Tech
Nigel Wynn

QA Testers
James Beaton
Inderjit Davatwal
Harry Dean
Samuel Delaney
Jan-Morgan Dybdal
Carl Fell
Manjit Gill
Augustus Golden
Rich Gregory
Vincent Grogan
Nitesh Khunti
Geir Lunde
Stewart Mackay
Ashley Meikle
Musawer Nathu
Tom Nicholas
Yuvraj Pabla
Maria Pampin
Nick Pollard
Phillip Ring
Harjot Sidhu
Peter Spencer
George Stone
Marek Werno
Nigel Wynn

Compliance Group
Manjit Gill
James Beaton
Tom Nicholas
Vincent Grogan
Phillip Ring

Additional Testing
Toby Smith
Sam Smith

Business Development
Garry Edwards

Financial Controller
Mike Wyre

Special Thanks
Laura, Rose, Ella, Becky, Ben
Angela, George, Harry, William

BABEL MEDIA

QA Manager
Simon Lawrence

Project Managers
Teppei Otsuka
Miles Davies

QA Coordinators
Linda Grosshennig
Daniela Schulze
QA Localization Testers
Maïa Pal
Daniele Gallori
Sergio García Gómez
Geraldine Berger
Giuseppe Piccolella
Michael Tobegen
Elena De Catalina
Helene Klaustrup
Naja Olesen
Kevin Karam
Sergio Aguilar
Andrea Bussani

Translators
Xavier Kemmlein
Erica Ossola
Axel Kircher
Natalia Brines
Katja Helmich

LEGO COMPANY

Michael Boland
Michael Pratt
Linda Hegarty
Jill Wilfert
Tamara Damarjian

LUCAS LICENSING

Stacy Arnold-Strider
Chris Gollaher
Darren Phillipson
Derek Stothard

LUCASARTS

VP of Product Development
Peter Hirschmann

Executive Producer
Darren Atherton

Producer
Shawn Storc

Assistant Producers
David "Rogue" Silverstein
Damon Perdue

Production Assistant
Andrew Bell

Assistant to the VP of Product Development
Lynda Benoit

International Production Lead
Gary Chew

Audio Department
Senior Manager
Darragh O'Farrell

Original *Star Wars* Sound Effects
Ben Burtt

Original *Star Wars* music composed by
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QA Supervisor
Toby Mast

QA Senior Leads
Mark Montuya, Gary Chew

QA Testers
Jason Pimentel
Jeff Diaz
Nick Wilson
Bill Wu
Michael Silva

Production Services Coordinator
Eva Holman

Compatibility Manager
Lynn Taylor

Senior Lead Compatibility Technician
Chris Adams
Tom McFarland

Lead Compatibility Technician
Matt Bishop

Compatibility Technician
John Shields

MP Lab QA Lead
Seth Benton

MP Lab QA Testers
Matt Boland
Luis Buenaventura
Marco Crescenti
Michael Kolin
Adam Smith

Compliance Manager
David Chapman

Lead Compliance Tester
Matt Tomczek

Assistant Lead Compliance Tester
Don Berger

Compliance Testers
Wilfredo Dimas
Travis Fillmore
Kamel Perez
Arnel Flandez
Jesse Tavizon

Production Services Operations Manager
Jay Geraci

Senior Mastering Lab Technicians
Scott Taylor
John Carsey

Senior Product Support Lead
Jason Smith

Console Resource Coordinator
Eric Knudson

President
Jim Ward

Executive Assistant to the President
Erin Haver

Director of Financial Planning and Analysis
Melissa Galicia

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Ada Duan

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Atsuko Matsumoto

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Kevin Kurtz

Product Marketing Manager
Gavin Leung

Director of Marketing Services
Ken Epstein

Integrated Marketing Manager
Roger Evoy

Creative Services Manager
Stephen Ervin

Marketing Services Coordinator
Heather Wagner

Channel Marketing Manager
Sandee Ferrara

Sales Account Representative
Mike Maguire

International Sales Manager
Chris D'Avanzo

Global Sales Planning Manager
Arnold Lee

Sales Coordinator
Lauren Short

Director of Public Relations
Margaret Grohne

Sr. Public Relations Manager
Adam Kahn

Public Relations Managers
Hadley Fitzgerald Mickel

Studio Publicist
Chris Baker

Director of Consumer Insights
Sean Denny

Consumer Insights Manager
Elina Shcop

Director of Studio Operations
Mark Kyle

Studio Coordinator
Elyse Regan

Director of Credit & Sales Operations
Cynthia del Rosario

Global Materials & Manufacturing Manager
Evelyne Bolling

Sales Operations Manager
Jason Periera

Operations Materials & Manufacturing
Myra Villadolid
Steven Hosey
Carlos Bustillo

Sales Operations & Credit
Trisha Young
Helen Dear
Jason Vincenti
Raul Varguez
Phillip He

Internet Production Manager
Lauren Mullaney

IT Operations Support
Victor Tancredi-Ballugera
John von Eichhorn
Chad Williams
Brian Wong
Dylan Coates
Greg Millies
Randy Severson
Daryll Jacobson
Robert Santos
Robert Jordan
Dinesh Kataryiya
Fisher Key
Wes Anderson
Matt Gallagher
Brad Grantham
Lee Mehelis
Melanie Jacobson
Brendan Lloyd
Rich Murillo

Director of Business Affairs & General Counsel
Seth Steinberg

Business Affairs
John Garrett
Anne Marie Hawkins
Douglas Reilly
Carole Vandermeyde

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